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ABSTRACT

A System and a Method of Providing Entertainment Over a Computer Network

There is disclosed a system and a method of providing entertainment over a computer network, including a server data processing system connected to a computer network, which server data processing system including a software configured and executable to allow games to be played by a user *via* a data processing apparatus connected to the server data processing system *via* said a computer network, e.g. the Internet, and the software is configured and executable to calculate and store number of points scored by the user during playing of said game(s) for which the user has not paid, to calculate and store the number of scored points for which the user has paid, and to allow the user to select at least a prize and to use the or part of the paid scored-points in exchange of the prize(s), and the software is configured and executable to allow the user to play said game(s) free of charge.

[Fig. 1]

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